# MilAtari-Limited Edition

Computers are Fun!

## Computers Are For Everyone!

*Inside this Issue:*

### PRESIDENTIAL REPORT
Dave Glish

### Defining One's Life & Computer
Joe Mengel

**Special Interest Groups:** Lee Musial
**ST PD Update:** Dennis Wilson
**ST Supplemental Update:** Bill Janutka
**MAC & BLUE ATTACK:** Bob Garlock
**BYLAWS AMENDMENT PROPOSAL**

# FIRST CALL FOR GENCON

# NEW P.D. FILE LISTINGS

**This Month:**

General Meeting
Saturday, May 15 - Noon
Greenfield Park Lutheran Church
1236 S. 115th St.

**Executive Board Meeting**
(All members invited)
Sunday, May 23 - 7:00 p.m.
Shakey's
96th & National Ave.

**President announcement :**

Appointed Officers, Assistants
Committees, & Volunteers

**Membership**

MilAtari is open to all individuals and families interested in computing. Annual dues are $22 per membership and includes a one year subscription to the Limited Edition, access to the Publications Library, and allows purchases from all Public Domain Libraries and the Resale Shop.

**Meetings**

MilAtari Meetings are usually held on the third Saturday of each month at Greenfield Park Lutheran Church, 1236 S. 115th St. The doors open at noon. Members socialize during the initial hour while browsing through the libraries. Purchases can be made from the PD offerings and club and/or member sale merchandise. The current PD selections are demonstrated during the milling period, followed by the business meeting at 1:00 p.m. Special helps and classes available afterward.

**MilAtari By-Laws**

**Section XII, Article 1**

Piracy of legally copyrighted software, hardware or documentation is hereby recognized as illegal and a detriment to the goals of MilAtari Ltd., and shall not be sanctioned by MilAtari Ltd.

**MilAtari Ltd.**
**The Milwaukee Area Atari Users Group**
**Post Office Box 14038**
**West Allis, WI 53214**

**Elected Officers**

| President | Dave Glish | 784-9053 |
|---|---|---|
| VP - ST | Ed Newman | 628-2556 |
| Treasurer | Bruce Rahlf | 483-0464 |
| Secretary | Joe Mengel | 784-9053 |

**Appointed Officers [Chair-persons]**

| BBS Sysop | Richard Dankert | 246-3087 |
|---|---|---|
| Editor | Andy Learner | 225-9971 |
| Special Events | Armin Baier M.D. | 774-1673 |
| Software Libr. | Dennis Wilson | 546-0282 |
| Copyright Libr. | David Deeds | 466-3036 |
| Membership | Rick Janowski | 647-2750 |
| SIG | Lee Musial | 462-7557 |
| GENCON | Michelle Gross | 628-4435 |

**Assistants and Notable Volunteers**
**The Distinguished**

| Sysop Asst. | Carl Verbanac | 453-3940 |
|---|---|---|
| ST Suppl. | Bill Janutka | 543-7609 |
| MAC PD | Bob Garlock | 529-4263 |
| Diagnostics | Bill Rupp | 691-3780 |
| Kid's Korner | Chuck Dahms | 257-3040 |

The Limited Edition is published by and for members of MilAtari Ltd. Opinions expressed herein are those of the individual authors, and do not necessarily reflect the opinions of MilAtari Ltd., its officers or advertisers, none of which are affiliated in any way with Atari Corp., except, of course, where otherwise noted.

The Editor gladly accepts submissions by mail, on floppy disc, sent in ASCII (preferably) or any other standard word processing format using absolutely no formatting within the doc, as in tabbing, indenting, centering, bold, italics, etc. For information on placing ads, contact the Editor. Submissions may also be made through either MilAtari BBS in the "Newsletter" room or file sig.

All of this publication is produced on a Mega4 ST-60 meg HD and printed on an SLM 804 using Ditek's CALAMUS. Newsletter office hours are variable. The Editor Andy Learner has an answering service; and questions may also be answered by Dr. Armin Baier, or on MilAtari BBS in the Newsletter room.

---

# PREJIDENTIAL JPRING

*by Dave Glish*

SPRING HAS SPRUNG, THE GRASS IS RIZZ,

I WONDER WHERE THE FALCONS IS?

Spring is here. It is a time for renewal and new growth. Let's hope that now is the spring of Atari (if not the Year of Atari). If you haven't heard yet, the Falcon has landed. You should be able to see it at either of our local Atari dealers. I have been following the talk on Genie, and there is a great deal of interest by developers, dealers and us users. In April, Atari hosted two Roundtable conferences with Bob Brodie and another with Bill Rehbock. They are very excited about the Falcon. There is talk of a new accelerator board for the Falcon which will allow it to run at 33 mhz. and have up to 128 meg. of memory. That should satisfy even the most power hungry user. As the new President of MilAtari, I hope that this will be a time of renewal and new growth for us also. To do this I need input from you, the members. One thing Iv'e learned is: the only dumb suggestion is the one that is never made. If you have an idea, or want to volunteer ,let me or any board member know. I too spent a number of years as a lurker. I came to meetings only to find out about the newest in the world of Atari. I first started getting really involved with MilAtari when they were looking for people to help at GENCON. If you haven't given some time for GENCON. try it. You, too, could be part of the excitement generated by over 30 gaming fanatics all playing Midimaze at once. Next I was asked to participate on the Special events committee. I got to know more of the people at MilAtari and decided to become more involved. IF YOU become more involved, you might decide you like it too. I am still looking for someone to volunteer as the Publications Librarian. You would be responsible for aquiring publications and maintaining the library. This is an appointed position and would give you a vote as member of the MilAtari Baord of Directors. Unfortunately, this position has been vacant for some time, and consequently, materials from the library have not been available for the general membership. You could provide this valuable service and get to know your fellow MilAtarians, by volunteering just a few hours a month.

## *Let's make 1993 the year of MilAtari!*

## ABSENTEE BALLOT PROPOSAL

The MilAtari Board approved the pro posal to bring before the membership for radification this amendment to the Bylaws: That we have absentee balloting for the an nual election of officers, and for the future approval and amendments to the bylaws.

Our membership is scattered in two states; and some may have extenuating cir cumstances for not being present on elec tion day. Two methods of absentee vot ing -- by proxy and by mail. We prefer ab sentee voting by mail. The ballot will be a part of the MilAtari Newsletter prior to the election day. The absentee ballot should be put in an envelope, sealed and have the sig nature of the voter on it.

This envelope should be enclosed in another envelope addressed to the teller or voting committee of MilAtari Ltd. The mailed envelope should have the returned address of the voter, and mailed in time for the tabulation. The election can authenticate the signatures and check off the voter from a membership list. We would like the members opinions before the next election.

## The Mac & Blue Attack
### by Bob Garlock

#### Flight Simulator Update ....

Last month I got a little long winded on this topic but I just have to tell you about X-Wing. This is one nice piece of software. The body language factor is very high. It was really put together well. There is a training ground where you can become familiar with the flight controls as well as a built in cheat mode, no points of course. There is a single historic mission scenerio and, of course, the complete Tour Of Duty. It even has the Death Star down in the trench scene. Awesome!

There is a little problem with the way they set up the advancement scheme. Like most games, you start out low man on the totem pole and as you become more experienced you advance. The missions become harder and the rewards greater. XWING has some tough missions. The hook is that you must complete every mission in sequence and you must complete all outlined goals 100%. This means that after 20 minutes of play you think you got this round whipped, only to find out after debriefing that one guy got away and the mission is a failure. Only to make matters worse, there is a fixed time limit on a mission. Once the clock runs out you're gone and the mission is a bust. Very aggravating and not very realistic.

This seemed like a problem looking for a solution, so I turned to my favorite BBS. Lo and behold I find XEDIT. A Shareware program that allows you to edit your pilot data file to change his status. You can now pass that difficult mission with a single keystroke. Saves a lot of wear and tear on the joystick and hair on the head. Of course, I, would never really use such a thing personally.

Another one of my pet peeves is those stupid code wheels you need for copy protection. I like to keep all my material in the original box. To play the game I got to get the wheel to enter a code, then put it away.

There has to be a better way. There are programs that will remove the check from the main program but I really don't trust them. Editing a players file is one thing, editing my expensive program is another.

A very wise man once said ..... Established technology tends to persist in spite of new technology, and one has to ask why?

#### CD ROMS....

Those shiny little disks. Each one holds over 500 Meg, or that's 500,000 K. That's equal to about 695 double sided floppys. The Macs and IBMs are really into this. Even the Segas and Super Nintendos are getting into it. The new VIS systems are based on it. The software people are loving it. So is a good thing orwhat.

I normally like new technology and am usually eager to jump into something new. This time I'm not so sure. Lets start with the software people, why do they like this media? CDs are fairly inexpensive to mass produce. The case the audio CD comes in costs more than the CD. Therefore manufacturing costs go down. Remember though, CDs usually cost much more than the disk based programs.

So software companies make more money due to lower costs, fewer bad disks etc. They say that they can put more on a CD. Well this is true but that is not always better. Most of the games I've seen add more talking, more graphics, more music, etc. The one thing they forget to put in is more game. There is one card game on CD out there that uses less then 1 meg. It would all fit on one floppy. Buyer beware!

One other BIG advantage which they never talk about is that CDs deter piracy. If you take A CD with lots of files and write the software properly you can end up with a 500 Meg game that would be almost impossible to copy. Everyone knows you can't copy a CD to a CD. Not

# ST Public Domain

*Dennis Wilson*

### ST PUBLIC DOMAIN DISKS TO BE ADDED TO THE LIBRARY IN MAY 1993

MilAtari Ltd. St Public Domain Library Disks are available at the meeting at a price of $1.75 per disk for Disks 1-300, which are single-sided, and $3.50 per disk for Disks 301 up, which are double-sided. All disks are available through mail order for an additional $.50 per disk. Special package prices may also be in effect at club meetings for certain disks or quantities of disks. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

### DISK 421 - BOOT DISK XI

A selection of accessories and programs for the AUTO folder on your boot disk. This disk is a stand-alone, ready-to-run disk, with all AUTO folder programs in an AUTO folder on the disk. This disk has been especially designed for those of you with monochrome monitors, with all utilities either running in high resolution only, or being able to run in high resolution. For those of you who do not have monochrome monitors, never fear! This disk contains an excellent monochrome emulator.

*ACC_TIME:* ACC-TIME - This is an accessory for use with the payroll program listed below. It is a full featured time-clock program that can be run either as an accessory or as a stand alone program. If you run the program as an accessory, you will have instant access to the time-clock from any program with a menu bar, so employees can punch in or out with ease. ACC-TIME can handle up to 64 employees. Employees can each punch in/out up to 64 times per week. This should be enough for most any application. It automatically computes the number of hours the employee has worked and prints time cards for one or all employees.

*DATBLAZE:* DataBlaze V2.00 (NB release) - A desk accessory that allows you to forget people's e-mail addresses. Simply put DataBlaze in the root directory on your boot disk, and call it from your favorite term program! DataBlaze even types in the address for you!

*MONOACC:* MonoAcc - A small desk accessory offering a monochrome screen inverter, mouse-accelerator and set/read system clock facility. Written in assembly language and containing its own resource data it uses less than 4k of memory making it

## ST PD
continued from previous page

ideal for owners of 512k machines.

**PAYXPERT:** Payroll Expert V2.0 - A powerful GEM-based payroll program that has all the features necessary to handle large or small payroll applications. Everything is accessed via the standard GEM interface. The program allows importing of time-clock data through the above-listed

**ACGTIME** accessory to facilitate easy payroll computation for all employees. Complete reports are available at any time to make all your federal and state taxes easy to compute and file. The program should run fine on any ST or STE but if you only have 512K of memory you won't have much room for accessories. It will work fine with a floppy drive, but a hard disk is recommended. The program was written for medium resolution, but it will work fine in monochrome.

**PUZZLER:** Puzzler - A collection of seven puzzles, that can be used as a desk accessory or main program. Monochrome only.

**SEBRA:** SeBra, The High-Res Monochrome Monitor Emulator - An emulator which the author claims is faster, more compatible than the others available (they have problems with the STe). It takes advantage of a blitter chip (if you have one) and has lots of other nice options. With the above-listed MonoACC's mouse accelerator installed, mouse movement in the emulator is at acceptable speed. Screen resolution is not equitable with that on an actual monochrome monitor of course, but it is the best yet for an emulator.

**XBOOTDE**M: XBoot - A demo version of an AUTO folder program which offers the option of creating a unique configuration for each AUTO folder program or accessory. It's the first program for the ST/TT that provides a GEM-like interface within the AUTO folder. And it's fully mouse controlled. You work with a real mouse pointer as if you were in a regular GEM program. In addition, all functions can also be invoked from the keyboard. It runs in monochrome and in color, on large screen monitors and with hardware expansions like Overscan. On the Atari TT it also runs in the medium resolution and in high resolution mode. Often used settings can be saved as a SET. The execution order of AUTO folder programs and accessories can be changed at will. Even the computers without a battery backed-up clock will maintain the correct time and date after a reset. DESKTOP.INF options, such as key-click, keyboard-repeat, RS-232 parameters, can be set at will. Flexible installation of any Info file, such as AS-SIGN.SYS and DESKTOP.INF, can be changed on the fly. Autostart can be done of any GEM program under all TOS versions (1.00 and 1.02 as well). Batch commands are available for copying files, creating folders, etc. This demo version contains all the features of the full version, except that SETs cannot be saved. There is also a dialog containing ordering information which appears every time the program is run.

### DISK 422 - UTILITY DISK

**ARTST232:** Art-ST V2.32 - A powerful drawing program that operates in low, medium, or high resolution. Not only will you find many of the features expected in a drawing program (such as Boxes, Circles/Ellipses, Area Fills, Copy & Paste, and Fine Pixel Editing), but Art-ST also explores some rather unique areas of its own! One of

(continued from previous page)

the more interesting aspects of Art-ST is that it uses all of your computer's memory to support multiple picture buffers. This can range from approximately eight picture buffers on a 520 ST, to over 110 picture buffers on a Mega ST4! You may also create your own animation sequences using these picture buffers by using Art-ST's built in Slide Show feature.

**DESKSWIT:** Desk Switch, The Ultimate Read-Only Control Panel By Charles F. Johnson - A versatile and powerful little program, that lets you instantly switch from one desktop setup to another. It reads .INF files created with the GEM desktop's 'Save Desktop' function, and sets every parameter saved in the file. It can be run as an ordinary program (by double-clicking from the desktop), or as an "Installed Application" from the desktop or from CodeHead Software's HotWire. You can therefore now switch DESKTOP.INF files without rebooting!

**F2_DEMO:** Flash II V2.1 Demo - A demo of the new commercial version of Flash. Here's a partial list of features included in Flash II: 1) Easily setup the parameters for each BBS you call, including everything from ASCII upload/download options to baud rate. 2) You can program up to 20 individual and separate macros for each BBS plus an additional 10 global macros. 3) Displays RLE & GIF pictures either on or off line. 4) Supports the following terminal types: TTY, VIDTEX, VT52, ANSI, VT100, VT101, VT102, VT200, VT300 & PRESTEL. 5) Now includes full support for RTS/CTS. This mode can now be turned on and off by the user. 6) Includes Automatic Answer mode. 7) Includes Auto Boards mode - Preselect the board(s) you wish to dial and when Flash II is launched either manually from the desktop by you, or automatically by some other program launcher, Flash II will wakeup and dial the board(s) you've got selected. It will also wait for the proper time to dial these boards. 8) Includes full featured GEM text editor. 9) Includes Silent Line for background file transfers! 10) Supports the following upload/download protocols: ASCII, Xmodem, Ymodem, Ymodem-G, Zmodem, Modem7, WXmodem, CIS B, Kermit and SEAlink! And all of these protocols are built into the program, no external modules required! 11) Zmodem now supports the selection of AutoStart and Streaming options. 12) Logs all on line time and calculates your approximate costs for you! 13) Runs on all ST, STe and TT's. 14) Now supports "Install Application". The Flash II demo is limited to less than 50 minutes of actual use, per session. A dialog warns you of this every 10 minutes or so, and in fact, is the dialog that appears when you first boot Flash II.

**GEMBENC2:** Gem Bench II - A program which will give you a screen full of benchmarks for your system. Monochrome only. JAKEVIEW: Jake's Picture Viewer (and Converter) - A picture viewer which works on any ST or STE, but in color only. It works quite simply. When run, it displays the file selector, and you select the picture file to view. It also accepts a command-line argument consisting of the full pathname of a file, and will show that picture and exit.

**TLC:** A folder containing all 8 TLC programs, V2.0, These consist of: 1) TLC Attributer V2.0 - A program for changing file attributes. 2) TLC Address Book - An address book with 3 portions, the regular database and a "Date Minder". 3) TLC Formatter - A disk formatter which allows you to check the format of a disk when it's done, and turn the alert boxes on or off. As is now the popular trend, the program formats backwards (that is, from track 80 to track 1). If you abort before it's finished, any files near the front of the disk will still be there. 4) TLC File Fixer - A pro-

gram for batch changing of test strings in ASCII text files. 5) TLC Namer - A program which will allow you to put control codes in file names. 6) The TLC Sound Machine - A program for manipulating sound files. 7) TLC Resource - A program for converting resource files to GFA format. 8) TLC Shower - A quick and dirty Spectrum picture viewer. SYSINFO: System Information - A program which will show you some interesting information about your system configuration. Monochrome only.

## DISK 423 - DEMO DISK

Calligrapher 3, The Next Generation of the Ultimate Writing Machine - A demo of the powerful intuitive graphics based word processor. With this version, Calligrapher displays vector graphics on screen if you have a hard drive and 2 mb of ram. A new install program includes support for 1.44 meg floppy disk drives. It is now compatible with the Falcon 030 and Multitos. It no longer uses GDOS, as GDOS and Line Art are built into it. It supports multiple dictionaries. Spanish, German, and Italian are included. This is the COLOR version demo.

## DISK 424 - EDUCATIONAL DISK

***LETTERS:*** A word-search program. No documentation with this one, so you're on your own. But figuring out a program is half the fun, right?

***PLAYTIME:*** Noddy's Playtime - A "preview" version of a graded creativity and entertainment package based on solid educational principles for 3 - 7 year olds! This is a fully-functional demonstration of 3 of the 10 programs which make up this amazing package. These are: 1) Noddy's Driving Menu - A game in which children can take control of Noddy's car and drive it around Toy Town. This forms a menu which can be used to load all of the other games and activities in the package. 2) Noah's Ark- A jigsaw game. 3) Noddy's Paint Pot - A junior art package.

## DISK 425 - GAME DISK

***4_7_11:*** *4_7_11* - A collection of three card games: 1) Four - The four card game, also known as Russian patience. 2) Seven - The seven card game, the one everyone knows (Klondike Solitaire). 3) Eleven - The twelve card game, also known as casting out elevens. This game can be run as a program or an accessory.

***INSECT:*** Insecticide - Have you ever wondered what insects do in the winter when there's snow on the ground? Well, now it can be revealed, they play Insecticide. This is an up to date version of snowball fights using modest space technology, big-band sounds, Latin rhythms and a voice that shouts "Nairobi!" every time the Speed Moth gets hit. In short, all the things you need for a good time. In the game, you control a ladybug in a sort of variation of Centipede. In this game, however, you can move all over the screen. Works on TOS 1.04, but not on 2.06.

***MANSELL:*** Nigel Mansell's World Championship - A 1st person car racing game played with the joystick. In this tone, you see the front portion of the car with the driver's hands turning the wheel as you steer (a nice touch). A graphical display of your progress and the progress of other drivers around the track is shown at the top of the screen, along with lap, speed, and other vital information.

***NSP_DEMO:*** No Second Prize - A demo of a 1st person motorcycle racing game played with the mouse. The right mouse button is your accelerator. You can be one of 6 drivers. In the demo

---

# FIRST CALL

GenCon gaming Convention of 1993, a part of TSR, Inc. will hold its 20th year of operation at MECCA CONVENTION CENTER in Milwaukee August 19 through the 22nd.

MilAtari Ltd has been a part of this gaming show, presenting its most popular contest game "MIDI MAZE". This contest has attracted over two thousand (2000) players in the last several years. Two rings of contestants and often a practice ring has functioned well since its inception five (5) years ago. MilAtari users group has also set up a number of computers with multiple games which attendants can play and try for pleasure and evauluation. There is also a section of Lynx computers and games; and will be several types of Lynx game contests. There are hundreds of titles of games to try both on the Lynx computers and on ST computers.

GenCon is the best forum in the world for demonstrating Atari computers and Atari games.

GenCon besides the computer section is composed of sections of many types of games, including Role-playing games with contest and prizes; adventures games; strategy games, and many others. You name the game and most likely it will be played or demonstrated at the convention. Last year (1992) the attendance was over 15,000. This year GenCon will initiate a SCIENCE FICTION DAY with special guest. MR SULU OF STAR TREK played by George TAkei is scheduled to be there on Saturday. An Art show exhibit put on by the famous advertizing painters is most interesting. The main floor will be filled with vendors of all kinds of games and supplies, including computer games.

This is the first appeal for all MilAtari members to sign up and volunteer their time to work a few hours of the show. We will need members to set up the computer area on Wednesday August 18th; and a group to "tear down" the set up on Sunday night August 22nd. Set aside these dates for GenCon and sign up as a volunteer to work at the gaming convention to help with the games by calling Armin Baier at 774-1673; Michelle Gross at 1-628-4435; or sign up on the MilAtari BBS 414-476-9229; or sign up at the general MilAtari meeting. You can get more information by calling or talking to any of the MilAtari officers.

Consider this important club function now and make plans to attend and hopefully volunteer your services. Hope to see you there.

***Armin***
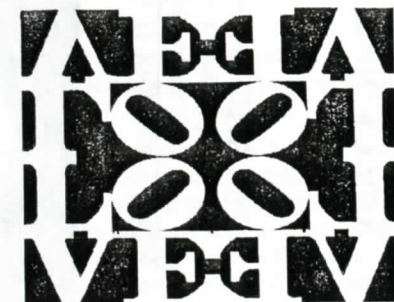
## Mac & Blue Attack

yet any way.

Some software companies say that in the near future the best games will be CD only. Sierra On-Line, Inc. is really Pro CDs. In a recent article by Ken Williams he stated that in a couple of years you will be forced to get into CD if you want the latest games and educational programs. Scary. Heh. He also states in the same article that the Mac hasn't caught on as a game machine and the Amiga is almost completely dead. He doesn't even mention the ST. You would think out of all the money he made in the early days on the 8-bits and the ST he could at least mention us. Oh well.

The hardware also leaves a lot to be desired. The big disadvantage is its very slow when compared to a hard drive. I'm sure that will change soon as the software people push the hardware people. The price is expensive but its coming down.

The CD technology does have some benefits. The encyclopedia on CD is very nice. The index search function is nothing short of fantastic. It is convenient to run software on, no fragile floppies. Some hardware will also play audio CDs and the new Kodak picture technology.

To summarize, I believe you should hold off a while. Other than the encyclopedia, I cannot see any software out there that would really justify putting it on CD. This will change. The hardware will be getting faster and cheaper. Then the software people can run wild. If you buy now, you may end up buying the BETA version.

A doggone computer is really man's best friend!

The May Disks...

### IBM ....

### CASTLE WOLFENSTEIN 3-D

It's kill or be killed in this first person castle crawl. You will battle deadly opponents. If you don't get them first they come searching for you. Full 360 degree panning lets you peek around corners and sneak up on the enemy from behind. You must scavenge for food, ammo and that all important Mini-Gun. As you move through dark corridors you'll meet hundreds of hated Nazis and vicious guard dogs. Great soundtrack and smooth scrolling. This game is rated PG-13 for "PROFOUND CARNAGE".

### MAC ....

### Slime Invaders 1.0

You are under attack from the SLIMES. Wave after wave of SLIMES appear and you are responsible for defending the world. Meet SLIMES, BOUNCERS, BLOBS and DEATH. All in the name of fun.

### Ford 1990 Driving Simulator

Not the most current, but you can drive the Fords through the country, city and the mall parking lot where you can run down little old ladies. No, not really, but you can checkout the Ford model line. Maybe your looking for a used car?
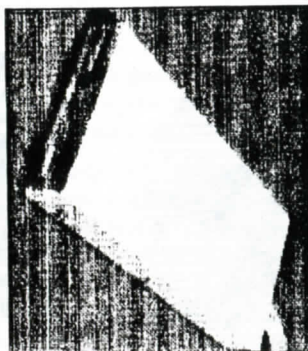
**ST PUBLIC DOMAIN** version, there are 6 tracks to choose from. You can race against one opponent, the other 5 drivers, or practice with no opponents. The game features realistic banking of the motorcycle and selection of mouse sensitivity.

**VIRTUE:** Virtue - This game is an arcade and interaction type game. It is basically an arcade game wherein you fire your "laser cannon" up at targets moving about the screen. The cannon moves back and forth across the bottom of the screen, controlled by the mouse. What makes this game different is that there are interludes where you purchase energy and homing units for your cannon. What is a homing unit? When you fire a homing unit, it will kill any thing in the air without having to aim. The catch is that you can only get very few of these puppies because they are very expensive.

## *Special Interest Groups*

### by Lee Musial

*"The Special Interest Groups (SIG's) Chairperson shall be responsible for organizing SIG's at the monthly General meetings and at any time or place approved by the Executive Board."MILATARI LTD. BYLAWS ARTICLE VII SECTION K*

It is with a great honor that I accept the appointed office of SIG Chairperson. My intentions are to present to the members attending the General meeting a forum in which any 8-Bit and/or ST program can be presented, showr and demonstrated in the best of either my or any of my assistant's ability. One thing that I would like to continue would be showing either the current or any past 8-Bit and/or ST Public Domain disks. Carl Verbanac has done this job in the past and will continue by assisting me.

In addition, at this month's General meeting Rich Dankert (MilAtari BBS Sysop) will have another SIG on telecommunications. Because of time restraints Rich will start before the Business meeting (1pm) and will end at approximately 2:30pm. Last month Rich had a member with an Avatex 1200 modem try to logon to our BBS with little success. This remains a mystery to all of us, but Rich is continuously trying to improve our BBS. Please, if anyone is having ANY problems either logging onto or navigating on MilAtari's BBS, try to be at this SIG and talk to Rich about it.

What's in store for the future? Well, presently I am communicating with several sources for future SIG's. One is Mr. Larry Grauzas Sr. of LCACE about 8-Bits in general. Another is with Cali-Co Superior Software about their latest program, Mah-Jong Solitaire 3.0. Stay tuned here for more info!

Lee
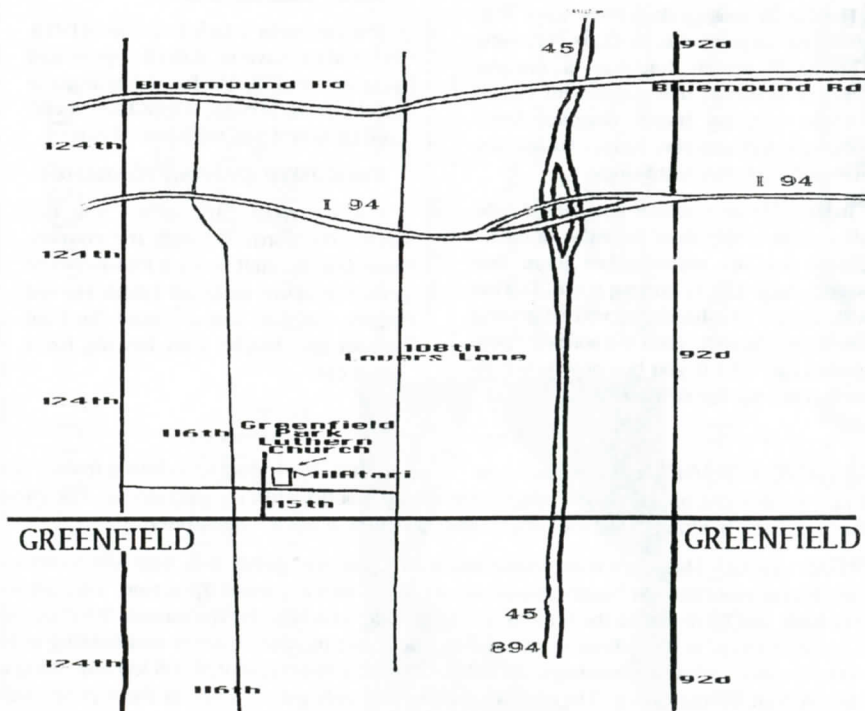


## West Allis, WI

---

# ST Supplemental P.D. Disks

### by: Bill Janutka

This month we have an upgrade of DISK S054 and another in the series of picture disks, DISK S090. DISK S054

### *UTILITY, BSTAT245 DATA ANALYZER (DSE 1MEG)*

*B/STAT* is a very sophisticated graphing and statistical analysis program. The program itself is massive (695K). It accepts numerical data only which can be typed into its spreadsheet-like layout or loaded from data files created by LOTUS 123, Multiplan, VISICALC, or many other spreadsheets. The data manipulation capabilities are impressive. A very complete set of mathematical operations is available including both statistical and mathematical smoothing. The types of graphs that can be produced are X-Y, X-Y-Z, histogram, HI-LO (stock market), pie charts, 3D pie charts, bubble graphs, opposed bars, floating bars, 3D bars, 3D lines, polar, sun ray, and many more. Graphs can be saved in DEGAS, ".IMG", and color ".IMG" format. Five very descriptive help files consuming over 50K of memory are accessible from the program. The help files are in a text format which can be printed out from the desktop

### *.DISKS S090 PICTURES (DS, 1MEG)*

This disk contains pictures of the western USA taken from a satelite. Files are of the Dakotas, the Grand Canyon, Texas, Vancouver, and Yellowstone. The pictures are in the GIF format. The viewer (VIEWGIFL.PRG) can be found on disks S071, S075, S077, S083, S084, S085, S087 and S089. The pictures can be viewed in color or mono. They work very nicely with low resolution. Most are larger than the screen but they can be scrolled.

*UPGRADED DISKS.* Those that have purchased disks that have been subsequently upgraded can bring them to the meeting for upgrading for the price of one dollar each.

### Defining One's Life & Computer
#### Joe Mengel

A computer is one of the most interesting tools available to us today. In a very short period of time it has changed many aspects of the way things get done. It is truly a revolutionary tool but it is important to remember that it is only a tool and not always the best tool for a given job. The flexibility of the computer is both beneficial and problematic. Resolving the problematic part for me is a continuing process of evaluating and defining who I am and what I need, and can afford, my computer to do.

Right from the start I've had difficulty defining my need for a computer. I knew I wanted one, but really didn't have a specific task or need when I was ready to purchase. It's interesting that I chose an Atari since they were born from the entertainment side of computing. I would go so far as to suggest that most home computers really remain in the entertainment area as opposed to being necessary components of the modern household. Don't get me wrong! I like having this tool around the house, but I recognize that it's as likely to prevent me from doing those things that I really enjoy as being the productive tool it is purported to be.

Before a person defines their computer they must define themselves and the things they wish to do. So, who am I? My background includes education and work in photography, television, and graphics with my primary area of interest being photography. I'm also a musician but mainly as a creative outlet as opposed to a profitable venture. I worked at a large clinic for fourteen years managing a department that did photography, television, and graphics. Last summer I quit my job and sailed around the Great Lakes for five months. I am now trying to make a living doing the things I did at the Clinic for agencies and organizations that need those services but don't have

departments to serve them.

By defining who I am makes it much easier to define the uses of my computer but I must also admit that I continuously struggle with wanting more or different things from this tool, which doesn't really get me the efficient tool the computer is advertised to be. There is seldom any confusion surrounding a single purpose tool and upgrades are often neither a possibility or added expense. My computer is defined in the following ways: 1) typewriter, 2) billing machine, 3) poster design for musical events, 4) simple graphics for business applications, 5) midi tape recorder for composition and rehearsal, 6) telecommunications, 7) drafting for a variety of projects, 8) personal newsletter design. I spend more time than I care to admit thinking about all the things I could be doing with more (computer hardware and software) than actually doing with what I have, but that's part of my nature. The question for me is "When is more less?".

I'll continue this article in the future, going in to more detail on my uses of the computer and how my business adventure adapts to the realities of the current economic environment. If you're interested in talking with me about what I'm doing please feel free to call me at 372-8195.

### Future Chips

The computer chip transitors have been getting increasingly smaller since their introduction in 1958. With the recent finding that supercold and the findings of integrated circuits that switch on and off with a single electron, it is predicted that by 1998 we will have commercially available chips that hold trillionsof bits of data. With the present knowledge and available chips, it would require a chip or board half the size of a football field. There was a good review of the history of the computer on the Educational Channel 10 the last week in April.

Armin

# MILATARI LTD. BULLETIN BOARD

Your official source of club news and information

### HOW CAN WE HELP? VOLUNTEERS TO ANSWER YOUR COMPUTER PROBLEMS

The following MilAtari members have offered to answer your computer questions and problems. Often the best procedure and method is to put the questions on the MilAtari Bulletin Board. (414-476-9229). If you have no access to the BBS or the trouble shooter is unavailable on the BBS these volunteers have offered to try to answer you question by phone:

| | | |
|---|---|---|
| Chuck Dahms | (414)-257-3040 | Atari Games, and Puzzles of all kinds. |
| Lee Musial | (414)-462-7557 | WordWriter, ST Writer, DataManager ST. |
| Andy Learner | (414)-255-9971 | DTP software and Hardware Problems for Atari and MacIntosh Computers |
| Carl Verbanac | (414) 453-3040 | MilAtari BBS, and help finding PD disks |
| Dennis Wilson | (414) 546-0282 | PD Disks problems and general Atari knowledge |
| Dave Glish | (414) 784-9053 | with GEnie, and many software programs |
| Armin Baier | (414) 774-1673 | WordWriter, DataManager ST, SwiftCalc |

MilAtari would like to add YOU to this list of Volunteers who would be available to answer questions regarding hardware and software problems.

## DOUBLING HARDDISK
# CAPACITY

How much more time is needed for a hard disk and a fast computer to store a file in a compressed mode, rather than as a standard file? And how much more time would it take to uncompress the hard disk file to RAM on the CPU? Most of the files are used while in RAM, so while not use the hard drive for com pressed files and double its capacity? The few extra seconds are worth the cost; we would have a hard drive with double the storage.

**The Falcon has arrived.**

Armin